

James Garner

☰ FULL STACK ENGINEER ✎ DESIGNER 📦 OPEN SOURCE HERO

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🏠 4 Slaidburn Drive, Lancaster, LA1 4QX, UK

EMPLOYMENT HISTORY

JANUARY 2007 - PRESENT 🏢 **Invisionsoft / jadaradix design + systems, Worldwide**

Full stack freelance consultancy for UK-wide clients including project management and growth strategy. Clients include Astute Motoring, HiFi Design, Timberland Sheds and The Nail Spa.

Developed 'DS Game Maker' IDE since 2007 in .NET and C (now open source). By age 17 I'd sold over 1,500 serial codes and 350 physical 'Homebrew Kits'. It was adopted at American summer camps and site licenses were sold to schools worldwide.

Engineered the complete cross platform/HTML5 game maker 'Dark Flow' (lead developer) on a team of 5. The games ran on PC via a .NET bytecode runner and the web/mobile devices via HTML5 code generation. Leveraged live customer behaviour data to drive sales conversions.

NOVEMBER 2014 - PRESENT 🏢 **Relative Insight Ltd.**

Data Scientist. Custom web data scraping in Python.

JUNE 2014 - SEPTEMBER 2014 🏢 **DataCentred Ltd., MediaCityUK, Manchester**

Cloud Applications Engineer in a DevOps environment writing Ruby on Rails and AngularJS. Strong focus on continuous integration and performance. Created a customer facing web app which updated JIRA in real-time. Represented DataCentred at the Greater Manchester Data Dive and was described as "our awesome intern".

JUNE 2013 - MAY 2014 🏢 **NextWorldWeb Ltd., InfoLab21, Lancaster**

Moved custom websites to Object Orientated PHP (CakePHP), WordPress & CS-Cart frameworks. Automated WordPress theme creation from any site. Successful internship followed by private employment.

EXPERIENCE & SKILLS

SKILLS: ADVANCED ★★★★★ ▶ **node.js (MEAN), Functional JS, Git, Object-Orientated PHP, HTML5**
.NET, jQuery, tooling (Sass, Grunt, Vagrant...)

SKILLS: PROFICIENT ★★★★★ ▶ **AngularJS, C (Nintendo DS), Python, Ruby on Rails, Unix SysOps**

SOCIETY LEADERSHIP ▶ **President**, The Computer Science Society (2014 — present)
▶ **Webmaster & Social Secretary**, The Computer Science Society (2012 — 2014)
▶ **Publicity Officer**, LGBTQ* Association (2013)
▶ **Lüdenschheid-Brighthouse** Twin Town society (2012 — present)

LANGUAGES 🌐 **English** (Native)
🌐 **German** (Fluent)


FOR FUN ▶ Bell ringer, pianist, badminton player and collector of "I ♥ (...)" t-shirts. I exchange with Germany every year and I visited 6 countries in 2014. I love Europe!

EDUCATION

COMPUTER SCIENCE BSc (HONS) (EXPECTED 2:1)



- 2012 – 2015  **Lancaster University, UK**
- YEAR 3 STUDIED Distributed Systems; Languages and Compilation; Artificial Intelligence; Advanced Internet & Mobile Applications; Media Coding & Processing; Security and Risk.
- YEAR 2 STUDIED Operating Systems & Concurrency; HCI & Heuristics; Networking; Software Design; Professional Issues (Data Analysis, Legalities, Project Planning/Reporting); Functional Programming (Erlang/Python); Teamwork Android development.
- YEAR 1 STUDIED Algorithms & Efficiency; Databases; Digital Systems (Mathematics, Assembly, Compiling, Debugging). I got a 1st.

GERMAN STUDIES (ADVANCED) 1ST YEAR (2:1)







- 2012 – 2013  **Lancaster University, UK**
- STUDIED German 20th Century Culture, History, and Society; Researched Paper 'Die Folgen der Veränderung der deutschen Sprache' Grammar; Discussion.

PROFESSIONAL DEVELOPMENT

TALKS GIVEN

- NOVEMBER 2014  **Nintendo DS Homebrew, 2014 Edition**
UNIVERSITY OF DUNDEE DunDDD conference. "Picking apart the retro Homebrew Scene and demonstrating writing Nintendo DS homebrew live."
- JANUARY 2014  **Facebook Data Analysis**
LANCASTER UNIVERSITY "What does your Facebook say about you? I will show how we can leverage the power of Computer Science to learn about our own everyday on-line interactions."

CONFERENCES, HACKATHONS & NETWORKING

- NOVEMBER 2014  **Startup Weekend 2014**
Developed a one line JS plug-in for reputation based comments, quantifying personality to eliminate trolls. First Prize winners (unlimited free SpacePortX access). Team of 4.
- JULY 2014  **Greater Manchester Data Dive**
MANCHESTER Drilled into a dataset of ~700,000 Tweets from the Greater Manchester and Lancashire region to look for insights that could aid the local community via statistical analysis and heatmapping. Team of ~8.
- APRIL 2014  **InfoLab21 Showcase**
LANCASTER Presented my research "Geosocial Networking Security and Facebook Semantic Analysis" (via poster) alongside PhD students, looking at the reverse engineering of Grindr ('Stalkr') to automatically find users' locations. Also wrote a framework for analysing Facebook personal archives (to create a common private social graph).
- MARCH 2014  **Hack Smart Streets 2014**
LANCASTER Developed an API for public bodies to detect decaying street furniture from crowdsourced imagery in .NET using ffmpeg and a home grown Computer Vision algorithm. 'Most Commercially Viable' Prize winners (£1000). Team of 4.
- AUGUST 2013  **LeedsHack 2013**
LEEDS Developed HTML5 mobile augmented reality game 'Pacman City'. First Prize winners (4 Apple TVs). Team of 3.
- JULY 2012  **LeedsHack 2012**
LEEDS Developed real-time Tower Defence game 'Maps Attax' on Google Maps. Team of 3.